

CHAPTER 1

TRAINING STRATEGY

To be successful on the battlefield, the commander must know the capabilities of his weapons and soldiers. He should use LFXs to train under warlike conditions. This chapter discusses the Army's philosophy of LFXs; the live-fire training concept; how to develop a training strategy; special terms used to discuss LFXs; and the cyclic, progressive sustainment strategy needed to maintain a unit's live-fire skills. For a commander's training strategy to be productive, he must train the trainer. A review of this circular, classes and discussions, and a TEWT provide a good start in training the trainer on the basics of live fire. If unit leaders are not trained first, resources are wasted and soldier death and injury occur.

1-1. ARMY PHILOSOPHY OF LIVE-FIRE EXERCISES

The Army's philosophy of LFXs is to train to combat readiness, which includes—

- Establishing a commander's maneuver area or box where the leader can select the direction and method of fire and maneuver based on METT-T.
- Integrating all organic and nonorganic (direct and indirect) weapons systems and personnel.
- Exercising all combat-related activities (for example, casualty collection and evacuation and combat service support) to include platoon slice elements to support squad training and company slice elements to support platoon training.
- Using realistic targetry and return fire (MILES and simulators).

Everyone is responsible for safety during the LFX. Range control supports the commander in the conduct of realistic live-fire exercises unhampered by artificial safety restrictions. Their primary concern is that no rounds exit the maneuver area, not the methods of fire integration and maneuver within the box. Also, LFXs should combine Army training doctrine and literature (Figure 1-1, page 1-2).

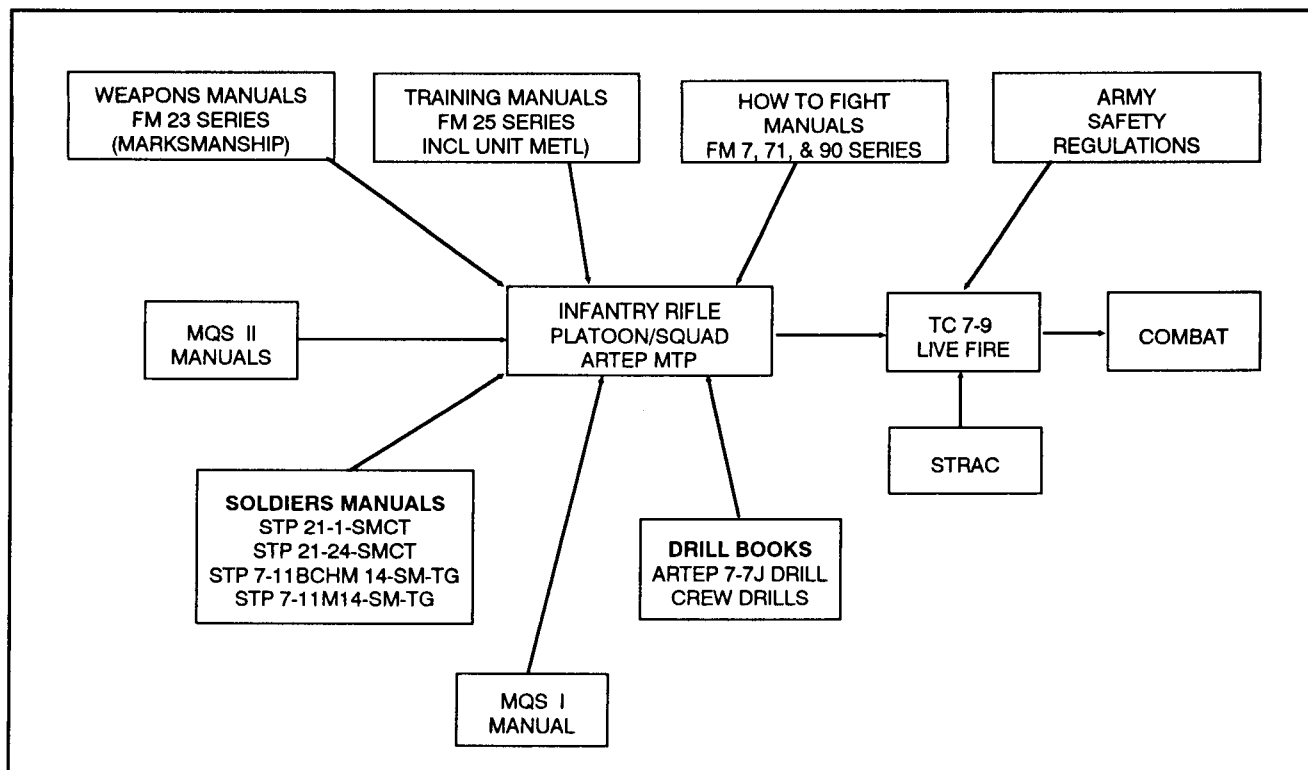


Figure 1-1. Supporting Army training doctrine and literature.

1-2. CONCEPT

Live-fire training must be coupled with force-on-force training. Each complements the other with different aspects of combat realism. Conducting force-on-force training with MILES reinforces realistic actions during LFXs. Live-fire training trains the unit in many areas. One of the most important is marksmanship. Marksmanship encompasses the employment and accuracy of all weapons and weapon systems; this includes grenade marksmanship, machine gun marksmanship, antiarmor marksmanship, and so forth.

1-3. TERMS

The following terms are used when discussing LFXs.

a. **Static Firing Range.** This range involves no movement once firing begins. It is typically used for missions such as defend or conduct an ambush (unless assault fire is used during the ambush). An example of a static range is the individual qualification range.

b. **Maneuver Range.** This range involves fire and movement and may be used for missions such as attack or movement to contact. An example of a maneuver range is the multipurpose range complex (MPRC).

c. **Collective Marksmanship.** Collective marksmanship refers to the accuracy of multiple weapon systems by a group of two or more soldiers.

d. **Maneuver Box.** A maneuver box is a temporary or permanent designated training area that allows units to approach an objective using organic and nonorganic weapons systems in a live-fire scenario. This box might use parts of the installation impact area for maneuver and or fire. (See Appendix G for more information.)

e. **Static Marksmanship.** Static marksmanship involves no movement after firing begins.

f. **Mobile Marksmanship.** Mobile marksmanship involves firing while moving.

1-4. STRATEGY DEVELOPMENT

Infantry units have different amounts and types of equipment and personnel. All of these components must be included in a training strategy.

a. Figures 1-2 through 1-5 show the components of the systems addressed in this manual. These systems can be supplemented to match any unit's organization.

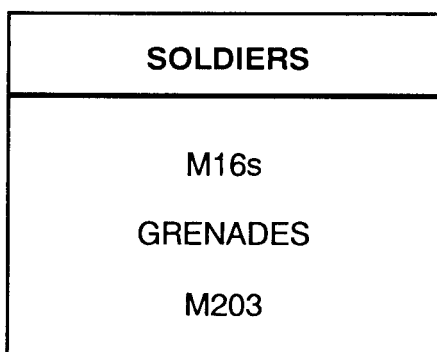


Figure 1-2. Buddy-team system.

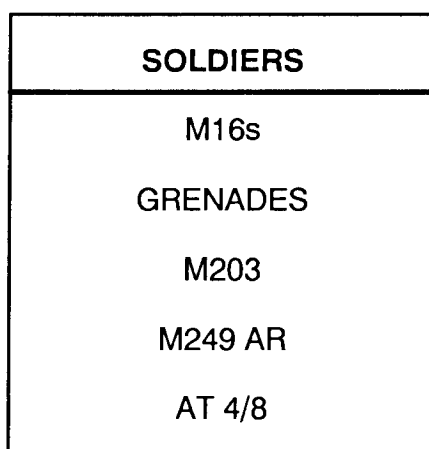


Figure 1-3. Fire-team system.

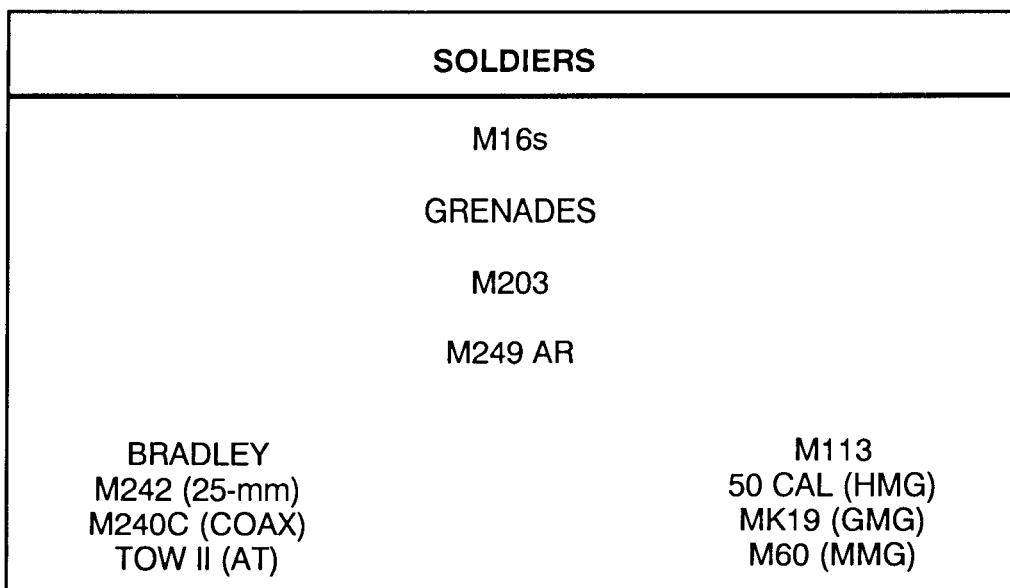


Figure 1-4. Squad system.

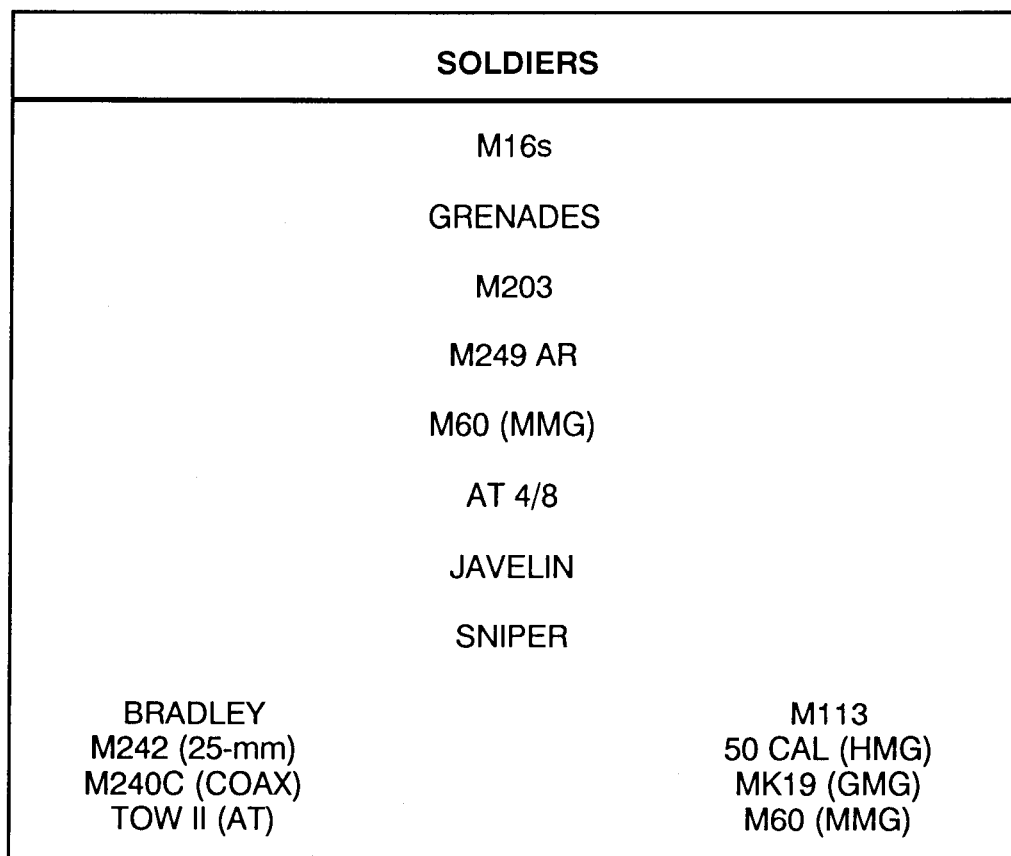


Figure 1-5. Platoon system.

b. At times the components of a system may vary—personnel strengths rarely remain constant; specific weapons may be turned in for maintenance. The key is for the unit commander to train and plan for assigned systems and possible contingencies.

1-5. CYCLE SUSTAINMENT TRAINING STRATEGY

Every unit undergoes personnel turnover. In order to attain combat proficiency and sustain it, units should plan progressive, sequential training to develop their weapon crews, buddy teams, fire teams, squads, and platoons. This sequential training is done in seven stages beginning with individual training.

a. Individual training begins in initial-entry training (IET). This training must be expanded and sustained in the unit. Stage 1 includes individual sustainment training in the unit, which might cover weapons maintenance and zero, static marksmanship (current qualification), and mobile marksmanship (a concept where the soldier goes beyond current qualification practices and learns to fire and move at the same time—for example, quick fire and assault fire while moving forward in the offense, or while breaking contact).

b. Collective marksmanship training consists of six stages: Stage 2, Crew; Stage 3, Buddy Team; Stage 4, Fire Team; Stage 5, Squad; Stage 6, Platoon; and Stage 7, Company and larger units. These stages might cover these areas:

- Weapons maintenance and zero/calibration (for crews).
- Static marksmanship (defense, ambush).
- Mobile marksmanship (attack, withdraw).
- Command and control (movement and direction, rate, and distribution of fires).
- Integrated fires.
- Supporting fires (artillery, mortars, and so forth).
- Range determination and target identification.

c. Unit live-fire training follows a progressive, sequential cycle. These cycles are similar for each stage. The unit can tailor training to its METL.

(1) **Stage 1, Individual.** The cycles in Stage 1 include:

- Zero weapon.
- Qualify with assigned weapon (rifle, pistol).
- Familiarize with hand grenade and M203.
- Perform advanced individual techniques (dry fire of combat record fire): engage enemy with multiple systems (rifle, bayonet, grenade); conduct mobile marksmanship (assault fire, quick fire, and so on); and focus on individual movement techniques (IMT).
- Rehearse (blanks/MILES).

- (2) **Stage 2, Crew.** The cycles in Stage 2 include:
 - Qualify with assigned crew-served weapon.
 - Dry fire (engage enemy with multiple systems).
 - Rehearse (blanks/MILES).
- (3) **Stage 3, Buddy Team.** The cycles in Stage 3 include:
 - Dry fire (engage enemy with multiple systems).
 - Rehearse (blanks/MILES).
 - Conduct LFX (fire and movement).

NOTE: This is the first coordinated movement exercise (fire and movement). IMT and communication (to include arm-and-hand signals) should be refined during this exercise.

- (4) **Stage 4, Fire Team.** The cycles in Stage 4 include:
 - Dry fire (engage enemy with multiple systems).
 - Rehearse (blanks/MILES).
 - Conduct LFX (optional, based on ammunition availability; can be integrated with squad).

NOTE: This is the first step that requires command and control.

- (5) **Stage 5, Squad.** The cycles in Stage 5 include:
 - Dry fire (engage enemy with multiple systems).
 - Rehearse (blanks/MILES).
 - Conduct LFX. This squad exercise could also be combined with the platoon LFX. With the introduction of maneuver, the command and control process (by fire team and squad leaders) complicates the exercise. Force-on-force training must precede all LFXs at this level and higher.
- (6) **Stage 6, Platoon.** The cycles in Stage 6 include:
 - Dry fire (engage enemy with multiple systems).
 - Rehearse (blanks/MILES).
 - Conduct LFX (combined with squad). Command and control by fire team, squad, and platoon leaders is more difficult. In addition, supporting fires must be integrated. This includes infantry platoon organic and nonorganic systems like the Bradley fighting vehicle, antiarmor systems, mortars, and artillery. Indirect fires must be integrated at this level.

(7) **Stage 7, Company and Larger Units.** The cycles in Stage 7 are similar to those in Stage 6 with increased emphasis on nonorganic and or combined-arms systems.

d. Sustainment training is always cyclic. In most units, personnel turnover and the natural erosion of individual and collective skills requires a plan for sustainment. The commander must constantly assess the proficiency of his squads and platoons and retrain them in the needed collective tasks.

e. Before any training is conducted that expends blank or live ammunition, a dry-fire or walk-through exercise should be conducted. This allows the unit to improve movement techniques, command and control, safety, and many other areas before critical resources are used. If units use manuals like ARTEP 7-8-DRILL as a guide, and follow the crawl, walk, run concept (Chapter 2), they will get the maximum training effect from their ammunition and will enhance safety.

f. The focus of training must go beyond rifle marksmanship and include hand grenades, machine guns, and antiarmor missiles. Individuals must undergo a sustainment program with all weapon systems they will use in combat. This sustainment program is run by the unit, based on the commander's assessment. (See References for a list of training manuals.)

1-6. TRAINING BUILDING BLOCKS

In order to reach a training goal, units must first learn basic tasks. Each task or group of tasks is a building block used to progress to a higher level of training. Once a foundation is laid, the unit begins to build on it layer by layer, until the final objective is achieved (Figure 1-6).

TRAINING LOCATION	THE PLATOON PREPARED FOR WAR	OBJECTIVE STAGE
UNIT	Platoon Training SQUAD/PLT LFX	6
UNIT	Squad Training ARM : SQUAD/PLT LFX	5
UNIT	Fire Team Training ARM : FIRE AND MOVEMENT	4
UNIT	Crew Training MAINTENANCE : ZERO : QUAL : CREW DRILL	3
IET/ UNIT	Buddy-Team Training FIRE AND MOVEMENT	2
IET/ UNIT	Individual Training WPN MAINTENANCE : BRM : ZERO : QUALIFICATION	1

Figure 1-6. Example of training building blocks.

a. A training building block may consist of several individual tasks. When individuals or units are proficient in all tasks, they are proficient in

the training building block. Training aids can be used to help achieve proficiency in each of the training blocks (Figure 1-7).

INDIVIDUAL	BUDDY TM	FIRE TM	SQUAD	PLATOON
WEAPONER	MILES	MILES	MILES	MILES
MACS	PRACTICE GRENADE	PRACTICE GRENADE	RCMAT	RCMAT
RIDDLE SIGHTING DEVICE			INERT CLAYMORE	INERT CLAYMORE

Figure 1-7. Example of training aids.

b. The unit commander must determine how much time and effort to spend on each building block. Some blocks will require little effort to obtain proficiency, while others will demand extensive time, resources, planning, and personnel.

c. IET lays the foundation for basic qualification and familiarization of individual weapons (M16 rifle, M203 grenade launcher, hand grenades, and so on). It also teaches individuals and buddy teams fire and movement. This short exposure to basic skills establishes the foundation that units must build on to ensure a soldier's confidence in himself, his unit, and his leaders. The unit must reinforce and sustain these highly perishable skills and expand them to prepare the unit for war. LFXs should include the training a unit has completed to be combat ready. (DA Pam 350-38 outlines training and qualification requirements.)